

INSTRUCTION BOOKLET



FIFA

ROAD TO WORLD CUP

98



SOLD BY



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For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



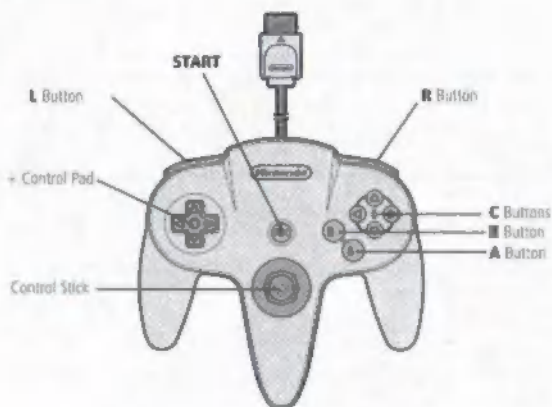
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

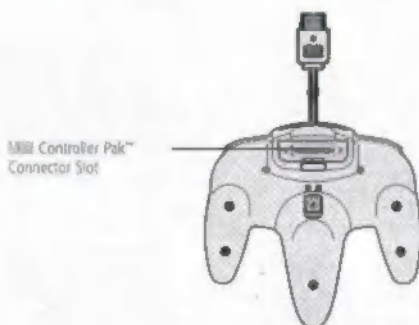
STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
WARNING: Never try to Insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
If you're playing against a friend, plug the other Controller into Controller Socket 2.
3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch. The EA SPORTS™ and FIFA logos appear. If you don't see them, begin again at step 1.

CONTROLLER



BACK OF CONTROLLER



COMMAND SUMMARY

On the road to the World Cup, you have to pull out all the stops. Following is a detailed breakdown of every move you can perform on the pitch. (For a quick reference, see *Basic In-Game Controls* below.)

NOTE: If you have a Controller Pak plugged into Controller 1, you can erase saved games on your Controller Pak using the Controller Pak menu. To access the Controller Pak menu, hold **START** while turning the power on.

- For menu navigation commands, see *Main Menu* on p. 11.

Basic In-Game Controls/Controles De Juego Básicos

- When a player is in possession of the ball, the Control Stick moves the player relative to the camera view.

Attack/Ataque

Run	Control Stick	<i>Correr</i>
Pass	A	<i>Pasar</i>
Shoot	B	<i>Disparar</i>
Lob	C↓	<i>Globo</i>
Sprint	C←	<i>Acelerar</i>

Defense/Defensa

Run	Control Stick	<i>Correr</i>
Switch player	A	<i>Cambio de jugador</i>
Tackle	B	<i>Entrada</i>
Slide tackle	C↓	<i>Entrada a ras de hierba</i>
Sprint	C←	<i>Acelerar</i>

NOTA: Para instrucciones detalladas de juego en español, consulte *Controles De Juego Detallados*, en página 8.

Detailed In-Game Controls

YOUR TEAM HAS THE BALL...

NOTE: The longer you hold **C↓**, the more powerful your lob.

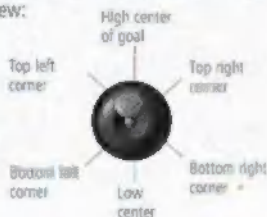
Pass	A
Press	Pass
Double tap	Through pass
Lob	C↓
Press	Lob (to a teammate)
Double tap	Flick the ball to yourself
Tap & hold	Through lob
Sprint	C←
Press or tap	Burst of speed
(Too much sprinting tires players)	

Shoot	B
Press	Shoot
Tap	Quick low shot
Double tap	Chip shot
Passback	C↑
Press	Passback pass
Double tap	Control receiver
Tap again	Cancel mode
Evade Tackle/Dive	C→
Press	Jump a tackle
Double tap	Dive

Shot Targeting

While you hold **B** (shoot), the Control Stick directs the ball relative to the camera view:

BALL CAMERA



SIDELINE CAMERA



TIP

To perform your own sound effects after scoring or conceding a goal, press **A**, **B**, **C←**, or **C↓**.

Skill Mode

Perform dozens of skillful moves by combining **R** or **Z** with a variety of action buttons (**A**, **B**, **C**).

Example 1: Tap **R** for a quick move to the right.

Example 2: Hold **Z** and press **C**←. The player performs a 360° spin to the left. (To spin to the right, hold **R** and press **C**←.)

THE OPPOSITION HAS THE BALL...

Switch Player	A	Tackle	B
Press or tap	Switch marking player	Press	Tackle
Slide Tackle	C↓	Aggressive Moves C↑	
Press	Slide tackle	Press	Vicious tackle/lunge
		Double tap	Hip check or elbow
Sprint	C←		
Press or tap	Burst of speed		

THE BALL IS IN MID-AIR...

For aenal balls, activate the moves as early as possible to gain advantage. Be sure to hold the button until the ball makes contact with your player.

Header	(Hold)	Volley	(Tap, then Hold)
C↓	High header	C↓	High volley
A	Headed pass	A	Volleyed pass
B	Headed shot on goal	B	Volleyed shot or bicycle kick
Aggressive	C↓		
Press	Slide tackle/lunge		
Double tap	Hip check/elbow/push		

THE KEEPER HAS THE BALL ...

Throw	A or C↓	Drop the Ball	C→
Press	Throw to a teammate	Press	Drop to keeper's feet (keeper functions as outfield player)
Drop Kick	B		
Press	Drop kick to teammate		

DEAD BALL SITUATIONS...

Free Kicks, Corner Kicks and Goal Kicks

- Defaults to Normal mode. To cycle Normal/Receiver/Target mode, press **C→**.
- Use **Z** and **R** to put curl on your kicks.
- While in normal mode, hold **A**, **B**, or **C↓** to build strength for your kick.

Normal mode

Control Stick Set the height (↑) direction (←→) of kick

A, B, Kick
or **C↓**

Receiver mode

A Switch receiving players

B Kick

C↓ Kick

Target mode

Control Stick Move target

C↓ Lob

A Pass

B Cross/clear to target

Throw In

- Defaults to Receiver mode. To cycle modes, press **C→**.

Receiver mode

A Switch receivers

C↓ High throw

B Low throw

C↑ Passback throw

Normal mode

A, B, Throw in
or **C↓**

Target mode

Control Stick Move target

C↓ High throw

A or B Low throw

Penalty Kick

Shot Taker:

To switch shot takers, press **A**. Direct the shot with the Control Stick, then press **B** to kick.

Keeper:

To move the keeper along the goal line, use the Control Stick; to attempt a save, press **A, B,** or **C↓**.


CONTROLES DE JUEGO DETALLADOS


SU EQUIPO TIENE EL BALÓN...

NOTA: Cuanto más tiempo mantenga pulsado **C↓**, más lejos llegará el globo.

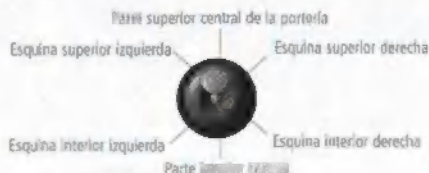
Pasar	A	Disparar	B
Pulsar	Pasar	Pulsar	Disparar
Mantener pulsado dos veces	Pase de ataque	Mantener pulsado	Lanzamiento rápido bajo
Globo	C↓	Mantener pulsado dos veces	Bombita
Pulsar	Globo (a un compañero)	Pase atrás	C↑
Mantener pulsado dos veces	Hacerse un autopase	Pulsar	Pase en devolución
Pulsar y mantener pulsado	Globo de ataque	Mantener pulsado dos veces	Controlar al receptor (el jugador que no tiene el balón)
Acelerar	C←	Volver a mantener pulsado	Cancelar el modo de pase atrás
Pulsar o mantener pulsado	Aceleración explosiva (acelerar demasiado cansa a los jugadores)	Esquivar entrada/tirarse	C→
		Pulsar	Saltar ante una entrada a ras de hierba
		Mantener pulsado dos veces	Tirarse

Apuntar el lanzamiento

Mientras mantenga pulsado el botón **B** (disparar), la palanca  control dirigirá la bola en base a la vista de la cámara:

AYUDA: Para realizar sus propios efectos sonoros tras marcar un tanto o cuando se le concede  gol, pulse **A**, **B**, **C←** o **C↓**

BALL CAMERA



SIDELINE CAMERAEsquina inferior
izquierdaPunto inferior
centralEsquina inferior
derechaEsquina superior
izquierdaCentro de la
porteraEsquina superior
derecha**Modo de habilidad**

Combinando **R** o **Z** con varios botones de acción (**A**, **B**, **C**), puede llevar a cabo docenas de movimientos habilidosos.

Ejemplo 1: Mantenga pulsado **R** para realizar un movimiento rápido hacia la derecha.

Ejemplo 2: Mantenga pulsado **Z** y pulse **C** ↑. El jugador realiza un giro de 360° hacia la izquierda (para realizarlo hacia la derecha, mantenga pulsado el botón **R** y pulse **C** ↑).

EL CONTRARIO TIENE EL BALÓN...**Cambio de jugador A**

Pulsar **A** Cambiar al jugador
mantener **A** quedarse marcando
pulsado

Entrada a ras de hierba C ↓

Pulsar **C** ↓ Entrada a ras de hierba

Acelerar C ←

Pulsar **C** ← Acelerar
mantener **C** ← explosión
pulsado

Entrada B

Pulsar **B** Entrada

Movimientos agresivos C ↑

Pulsar **C** ↑ Entrada-plancha con
muñeca izquierda
Mantener **C** ↑ Desplazamiento
con la derecha
pulsado

EL BALÓN ESTÁ EN EL AIRE...

En los momentos adecuados, empuje y mueva la cabeza, posible para obtener ventaja.
No deje de pulsar el botón hasta que el balón entre en contacto con el jugador.

Cabezazo (Mantener pulsado)

C ↓ Cabezazo a ras
A Pase de cabeza
B Cabezazo a portera

Agresivo C ↑

Pulsar **C** ↑ Entrada-plancha a ras
de hierba
Mantener **C** ↑ Desplazamiento con la
pulsado cabeza con el
dos veces codo/empujar

Volea (pulsar y mantener pulsado)

C ↓ Volea alta
A Pase de volea
B Lanzamiento de volea o
chirre

EL PORTERO TIENE EL BALÓN...

Sacar	A o C↓	Soltar el balón	C→
Pulsar	Sacar balón al compañero	Pulsar	Reanudar el balón a los pies del portero (a partir de un lanzamiento, el portero fusiona con un jugador de campo)
Chutar	B		
Pulsar	Chutar a un compañero		

EN SITUACIONES A BALÓN PARADO...

Lanzamientos de faltas, corners y lanzamientos a puerta

- El modo por defecto es Normal. Para desplazarse por los modos Normal-Receptor-Destino, pulse **C→**.
- Mueva **Z**, **R** para desplazarse a los lanzamientos.
- Cuando estemos en modo destino, mantenga pulsados **A**, **B** o **C↓** para que el shot se desplace a la posición.

Modo Normal	Modo Receptor	Modo Destino
Palanca de control	A	Palanca de control
Defensa	El jugador que va a recibir	Receptor
Ataque	B	C↓
dirección	Chutar al balón	A
El balón	C↓	B
Chutar	Chutar	Chutar
A, B o C↓		Receptor

Saques de banda

- El modo por defecto es Receptor. Para desplazarse por los modos Receptor-Normal-Destino, pulse **C→**.

Modo Receptor	Modo Normal	Modo Destino
A	A, B o C	Palanca de control
El jugador que va a lanzar	Saque de banda	Receptor
C↓		C↓
Saque al balón		Saque al balón
B		A o B
Saque al balón		Saque al balón
C↑		Saque al balón

Lanzamientos de penalti

Lanzador: Para cambiar al jugador que va a lanzar el penalti, pulse **A**. Apunte con la palanca de control y pulse **B** para lanzar.

Portero: Para mover el portero por la línea de gol, pulse la palanca de control; para intentar parar el penalti, pulse **A, B o C↓**.

MAIN MENU

The Main **Menu** is where **you** begins.

Menu screens are divided into sections. To cycle sections, press **C↓**.



activate current menu, press **C↓**.




To scroll through menu, Control Pad **↑↓**, then press **START**.

Control **Left** or **Right** to scroll, then press **A** to select.

Menu Controls

Controls are the same for most **Game**, **Road to Cup**, **Cup** screens.



FRIENDLY		Play a match between two teams of your choice without affecting Tournament or League standings.
ROAD TO WORLD CUP 98		Take a team from the first qualification match to the World Cup championship. (See <i>Road to World Cup 98</i> on p. 13.)
LEAGUE		Take up ■ eight teams through an entire league schedule. On your way to the championship, you play every team ■ your league twice. ➤ Before playing a match, you can view league standings and fixtures and simulate matches.
TRAINING		Practice your gameplay skills. Select a team and run through ■ number of offensive or defensive drills.
PENALTY SHOOTOUT		Each team takes five penalty kicks. If tied after five kicks, teams shoot single-shot rounds until ■ team scores and the other team doesn't.
CUSTOMIZE		Edit teams and players and transfer players between teams. (See <i>Customize</i> on p. 22.)
OPTIONS		Set Default Options. (See <i>Options</i> on p. 26.)
TEAM MANAGEMENT		Set team rosters, tactics, formation, and positioning. (See <i>Team Management</i> ■ p. 28.)
LOAD GAME		Load one of two saved games. (See <i>Saving and Loading Games</i> on p. 29.)

NOTE You can select **OPTIONS**, **TEAM MANAGEMENT**, and **LOAD GAME** from most game setup ■■■■■.

ROAD TO WORLD CUP 98

The road to the World Cup starts here. FIFA: Road to World Cup 98 consists of a Qualifying Round, First Round, and Final Round tournament. After you complete the Qualifying Round successfully, you advance to the First Round. This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

NOTE: After you successfully complete the Qualifying Round and save your progress to a Controller Pak, you may restart the game at any time, select any national team and bypass the Qualifying Round. Once you advance to the Final Round, you may bypass the First Round.

SET UP THE QUALIFYING ROUND

After you select ROAD TO WORLD CUP 98 from the Main menu, enter the Qualifying Round and choose your team(s) for the opening tournament.

Team Select

Control Pad \uparrow to toggle between team/zone

Control Pad $\leftarrow \rightarrow$ to cycle 6 available zones and 162 teams.)



Press **A** to select/deselect a team to control

Press **START** to continue

Geographical Zones

For information specific to each zone, see Zone and Matchup on p. 16.

- CONMEBOL:** Confederación Sudamericana de Fútbol
- OFC:** Oceania Football Confederation
- AFC:** Asian Football Confederation
- UEFA:** Union Of European Football Association
- CONCACAF:** Confederation Of North, Central American And Caribbean Association Football
- CAF:** Confederation Africaine De Football

Standings Screen

C↓ activate
your **Buttons**
are highlighted
yellow

C↓ a second time to
activate **Button** icons



View Team
Leaders/Overall
Leaders/Zone Leaders

Move people from
reserve list to national
team - Qualifying
Round only

TIP

Any team
Management
changes made from
within League or
World Cup mode are
specific to that
tournament and are
saved when the
tournament is over.

Press **START**
to continue

Fixtures Screen

Scroll Zone schedules

Zone schedule



Simulate games (Qualifying
Round only)

View team
standings

Next match

Press **START**
to continue

Controller Select Screen

Control Pad + B swaps
the controller **Buttons** and
team you want to control



Control Pad : to
cycle Controller
Configurations

Select the Options
menu, then
**CONTROLLER
OPTIONS** to set
controller configs

Press **START**
to continue

Stadium Select Screen

Select a :
 Half length
 Weather conditions



Press **START** to
begin the match

OVERVIEW OF THE QUALIFICATION PROCESS

on for overview of the new qualification process for the World Cup Final in Stade de France

Guidelines

- Three the Cup Final: Qualifying, First Round, Final Round
- 172 teams Geographical Zones begin tournament; 32 advance to the First Round; advance to the Round (See World Cup Qualification and Matchups p. 16 for descriptions of each Zone and its qualifying procedures.)

Byes

- In the World Cup, Brazil France are scheduled to receive byes in the Qualifying Round and begin play the First Round. However, if you select one of these teams for the Qualifying Round, a random from their respective Zone receives a bye.
- Some teams byes their Zone's Qualifying Round. If you control these teams, your team automatically to the appropriate sub-round within that zone.

Tiebreaking Formats

Round Robin Tournament

If teams have the same point total:

- Goal difference ("goals for" minus "goals against"); if the difference is equal, the win is the team that scored the most goals
- If teams are tied, the number of goals scored direct encounters determines the winner
- If teams are still tied, officials draw lots

Home-and-Home Series

If teams share the same number of aggregate goals:

- Goals scored while designated "away"

- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

Single Game Elimination:

If teams are tied at the end of regulation time:

- Result of Extra Time
- Penalty Kicks

QUALIFICATION ZONES AND MATCHUPS

Following is a complete description of the qualification procedures for each of the six geographical zones: CONMEBOL, OFC, AFC, UEFA, CONCACAF, and CAF.



ZONE 1: Confederación Sudamericana De Fútbol

10 Nations enter; 4 teams advance • Brazil

- One group of nine teams play a double Round Robin schedule.
- The top four teams • Brazil qualify for the World Cup. If you control Brazil, another (random) team from this zone receives a bye.



ZONE 2: Oceania Football Confederation

10 Nations enter; 1 team or no teams advance

OFC ROUND 1

- If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play them at the start of Round 3.
- Melanesian Group and Polynesian Group both play Round Robin schedules.
- The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

- The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

- Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

- Group 1 winner plays Group 2 winner in a Home-and-Home series.

OFC ROUND 5

- Winner plays a Home-and-Home series vs. the fourth place team in the AFC (Zone 3). The winner qualifies for the World Cup.

**ZONE 3: Asian Football Confederation**

36 Nations enter; 3 or 4 teams advance

AFC ROUND 1

- Ten groups of three/four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

AFC ROUND 2

- Ten group winners are divided into two groups of five teams.
- Both groups play a single Round Robin schedule.
- The winner and the runner-up in each group (four teams total) advance to Round 3. Three of these teams automatically qualify.

AFC ROUND 3

- The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.
- Two Round 1 losers compete in a third place play-off. The winner qualifies for the World Cup.

AFC ROUND 4

- The team that loses the third place play-off plays the winner of OFC (Zone 2) in a Home-and-Home series. This is evident in the OFC Round 5.

**ZONE 4: Union Of European Football Association**

50 Nations enter; 14 teams advance • France

- Nine groups of five/six teams each play a double Round Robin schedule. The nine group winners and the best runner-up advance.

- To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:
 - Points gained in matches against teams coming first, third and fourth; goal difference in these games; higher number of goals scored in these games; higher number of goals scored against these opponents in the away games.
- The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Home series. The four winners determined by these pairings qualify for the World Cup.
- If you control France, another (random) team from this zone receives a bye.



ZONE 5: Confederation Of North, Central American And Caribbean Association Football
30 Nations enter; 3 teams advance

EXEMPT

If you control a team exempt from any round(s), you play that team at the start of the following round. (i.e., If you control the United States, it becomes available at the start of the Semifinal Round.)

- Round 1: Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad/Tobago
- Round 1/2: Belize, Guatemala, Nicaragua, and Panama
- Round 1/2/3: Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.A.

CONCACAF ROUND 1

The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 2.

Aruba vs. Dominican Republic

Bahamas vs. St. Kitts and Nevis

Guyana vs. Grenada

Dominica vs. Antigua



CONCACAF ROUND 2

The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 3.

Suriname vs. Jamaica

Cayman Islands vs. Cuba

Bahamas-St. Kitts winner vs. St. Lucia

Guyana-Grenada winner vs. Haiti

Bermuda vs. Trinidad and Tobago

Puerto Rico vs. St. Vincent

Dominica-Antigua winner vs. Barbados

Aruba-Dominican Republic winner vs.
Netherlands Antilles

CONCACAF ROUND 3

➤ The remaining Caribbean Group teams play a Home-and-Home series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semifinals.

➤ The following Central American Group teams play a Home-and-Home series. Winners advance to the Semifinals:

Nicaragua vs. Guatemala

Belize vs. Panama

CONCACAF SEMIFINAL ROUND

➤ Three groups of four teams—each plays a double Round Robin.

➤ The top two teams from each group advance to a final round.

GROUP 1

United States

Costa Rica

Guatemala-Nicaragua
winner

Caribbean Round 3
qualifier

GROUP 2

Canada

■ Salvador

Belize-Panama winner

Caribbean Round 3
qualifier

GROUP 3

Mexico

Honduras

Caribbean Round 3
qualifier

Caribbean Round 3
qualifier

CONCACAF FINAL ROUND

➤ Six teams play a double Round Robin schedule.

➤ Top three teams advance to the World Cup.



ZONE 6: Confederation Africaine De Football (CAF)
36 Nations entered; 5 teams advance

EXEMPTIONS

If you control any Round 1 bye teams, you play them at the start of Round 2.

➤ Cameroon, Egypt, Morocco and Nigeria

CAF ROUND 1

The following teams play a Home-and-Home series. Winners advance to Round 2:

Togo vs. Senegal

Madagascar vs. Zimbabwe

Tanzania vs. Ghana

Mauritania ~~vs.~~ Burkina Faso

Sudan vs. Zambia

Namibia vs. Mozambique

Rwanda vs. Tunisia

Congo vs. Ivory Coast

Swaziland vs. Gabon

Burundi vs. Sierra Leone

Guinea-Bissau vs. Guinea

Kenya vs. Algeria

Uganda vs. Angola

Malawi ~~vs.~~ South Africa

Mauritius vs. DR Congo

Gambia vs. Liberia

CAF ROUND 2

- The 16 winners from Round 1, plus Cameroon, Egypt, Morocco and Nigeria are placed into five groups of four teams (draw occurs after Round 1).
- Each group plays a double Round Robin schedule. Five winners advance to the World Cup.

TRAINING

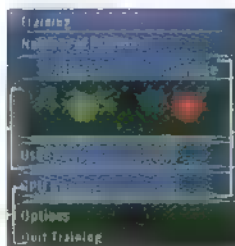
Practice your skills in a competitive atmosphere by selecting TRAINING from the Main menu. Select a team to practice with and the drills you wish to run.

To set up a training match:

- Select a team:**
Control Pad \uparrow to toggle between leagues/zones and teams. Control Pad \bullet to cycle your selections, then press **START**.
- Select the focus (Attack ■ Defence) of your training:**
Control Pad \bullet to move your controller beneath Attack or Defence, then press **START**.
- Select training scenario:**
Control Pad \uparrow to scroll scenarios, then press **A**.
- Set your options:**

Control Pad \bullet to
cycle/toggle highlighted
options

Press **A** to select



Control Pad \uparrow to
highlight training
options

Press **START** to
begin training

PENALTY SHOOTOUT

Determine a winner the quickest way possible: a penalty shootout. Each team takes five penalty kicks. ■ teams remain tied after five kicks, teams shoot single-shot rounds until one team scores and the other doesn't.

- Select a team exactly as you would for any other game mode.

Shot Taker: Direct the shot with the Control Stick, then press ■ to kick.

Keeper: To move the keeper along the goal line, use the Control Stick. To attempt a save, press **A**, **B**, or **C**↓

CUSTOMIZE

Utilize the game's customizing functions to edit team and player attributes or perform club and national **TRANSFER** transfers.

- Press **B** to exit the **TRANSFER** Customize screen. Press **START** to exit a sub-screen. Be sure to save changes before advancing.

INTERNATIONAL SELECTION

Bring **TRANSFER** players onto national **TRANSFER** drop members to the reserves (Qualifying Round only) National squads number between 11 and 25 players

- To view player attributes, press **C↓** **TRANSFER** the roster, then Control **TRANSFER** **TRANSFER**.

To transfer a player between the **TRANSFER and team roster:**

- Press **C↓** to activate the roster. Highlight the player's name, then press **TRANSFER** to select.
- MAKE TRANSFER?** Highlight **YES**, then press **TRANSFER** **A** to confirm. The player's name transfers from **TRANSFER** roster to the other.

CLUB TRANSFERS

Transfer players to and from any club team. Keep in mind, club squads must number between 11 and 20 players and each player **TRANSFER** with a price—make sure your team can afford the transfer fee

To transfer a player between club squads:

- Press **C↓** to activate the roster. Highlight the player's name, then press **TRANSFER** to select.
- TRANSFER TRANSFER?** Highlight **TRANSFER**, then press **TRANSFER** to confirm. The player's **TRANSFER** transfers from one roster to the other.

TRANSFER **TRANSFER** to highlight club/team; Control **TRANSFER** **TRANSFER** to cycle selections

C↓ to cycle all 4 screen sections



Team bankroll may not fall under £1

Player Value

PAUSING THE GAME

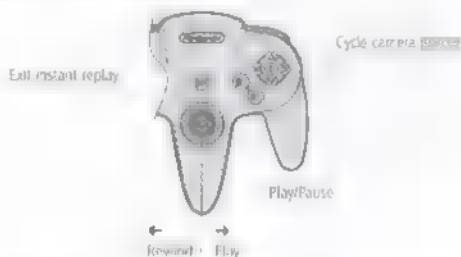
You may pause the game any time a match is in progress.

- To pause the game, press **START**. A Pause menu overlay appears.

RESUME MATCH Resume play.

INSTANT REPLAY Replay ■ questionable call or relish ■ great play.

Instant Replay Controls



CAMERA Select one of eight camera angles for gameplay.

CONTROLLER SELECT Alter your original controller setup.

CONTROLLER OPTIONS Alter controller configurations.

TEAM MANAGEMENT See *Team Management* on p. 28.

OPTIONS See *Options* on p. 26.

MATCH STATISTICS

Check the score, number of shots, shots on target, corners, and fouls, and the area of the pitch where all the action took place for the current match.

SCORE SUMMARY

Check the time of each goal and the man who scored it.

FOUL SUMMARY

Check bookings for both teams.

RESTART MATCH

Restart the match from the initial Kick Off.

QUIT MATCH

End the match.

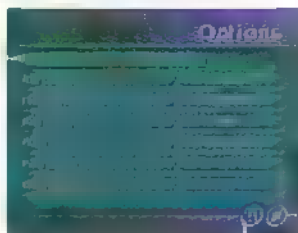
**QUIT WORLD CUP/
QUIT LEAGUE**

Exit the entire game mode and return to the Main menu.

OPTIONS

- You can select **[F5]** Options icon from most set up screens and use the **[F5]** options **[F5]** customize your game. Below is a description of some of the new and more complex options available.

Control panel to type Match
Options, Game play Options,
Audio Options, Controls
Options.



[F5] press
button to the
default option

[C] to cancel
Button **[C]**, then
press **[A]** to cancel

- To temporarily **[F5]** changes, press **START** (to cancel them, press **[B]**).

MATCH OPTIONS

KIT CLASHING

[F5] is supplemental kit (uniform) for one team if competing teams have similar looking kits. **[F5]** team has priority on retaining its original kit.

RADAR

[F5] is scaled down **[F5]** entire pitch **[F5]** view player positioning **[F5]** any point in the match.

VISUAL INDICATORS

Toggle the passback indicators and crosshairs ON/OFF.

PLAYER NAMES

When a player **[F5]** in control of the ball, his name appears at the bottom of the screen. Toggle this feature ON/OFF.

GAMEPLAY OPTIONS

REFEREE STRICTNESS

Determine how strictly the referee calls the match.

FATIGUE

Players fatigue from too much running when ON. EXAGGERATE skills such as running, passing, and shooting.

PLAYER ATTRIBUTES

CATCH-UP LOGIC

Make it easier for the losing team to even the score.

CONTROLLER OPTIONS

CONTROLLER CONFIGURATION

Customize up to 11 user-configured setups. Select customized configs from the Controller Select screen.

DIFFICULTY LEVEL

Set your computer opponent's overall skill level

SHOT TARGETING

Control shot targeting with the Control Stick, ■ let the computer handle the direction of your shots.

SKILL MODE

Perform a variety of skillful moves, using assigned buttons. (See *Skill Mode* on p. 6.)

AI-ASSISTED HEADERS

Toggle ON and the computer performs headers and volleys for you.

AUTOMATIC CROSSES

Toggle ON ■ automatically perform a cross for ■ player running down the wing using the lob button (C↓)

PASSBACK

Toggle ON to control the passing AND receiving player after ■ pass using the passback feature. (See *Detailed In Game Controls* on p. 4.)

TEAM MANAGEMENT

Select AI ASSISTED to get Team Management assistance from the computer. (e.g., If you're down in goals, the computer adjusts your formation to focus on the attack.)

AUDIO OPTIONS

Adjust game and menu sound effects and music from the Audio Options screen.

TEAM MANAGEMENT



Set up your team to perform its maximum potential. (Additional options appear when you select TEAM MANAGEMENT from the Pause menu.)

NOTE: Save changes before advancing. Any team changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.

FORMATION	Set your team formation.
STRATEGY	Alter the positioning of the team as a whole.
STARTING LINEUP	Assign starters from your team lineup.
SUBSTITUTE	(Pause menu) Substitute your reserves during the game.
POSITIONING	Alter the positioning of individual players on the field.
KICK TAKERS	Designate players to take corner kicks, penalty kicks, and spot kicks.
ATTACKING BIAS	Set the attacking tendency of an individual player.
AGGRESSION	Set the aggression of each player on your team.
MAN MARKING	(Pause menu) Mark a player on the opposing team.

SAVING AND LOADING GAMES

Following completion of a match, you can **save** your League or World Cup progress from the Standings screen and Fixtures screen. If you exit the game mode without saving, you lose all progress made during that gameplay session.

NOTE: Never insert an **empty** Controller Pak when loading or saving files. To ensure saved games remain intact, keep your Controller Pak in Controller 1 the entire time *FIFA Road to World Cup 98* is running.



Select the Save Game icon to save a tournament or season in progress. Names for the saved games are assigned automatically.



Select the Load Game icon to load a saved tournament or season.

NOTE: A saved game has its own database.

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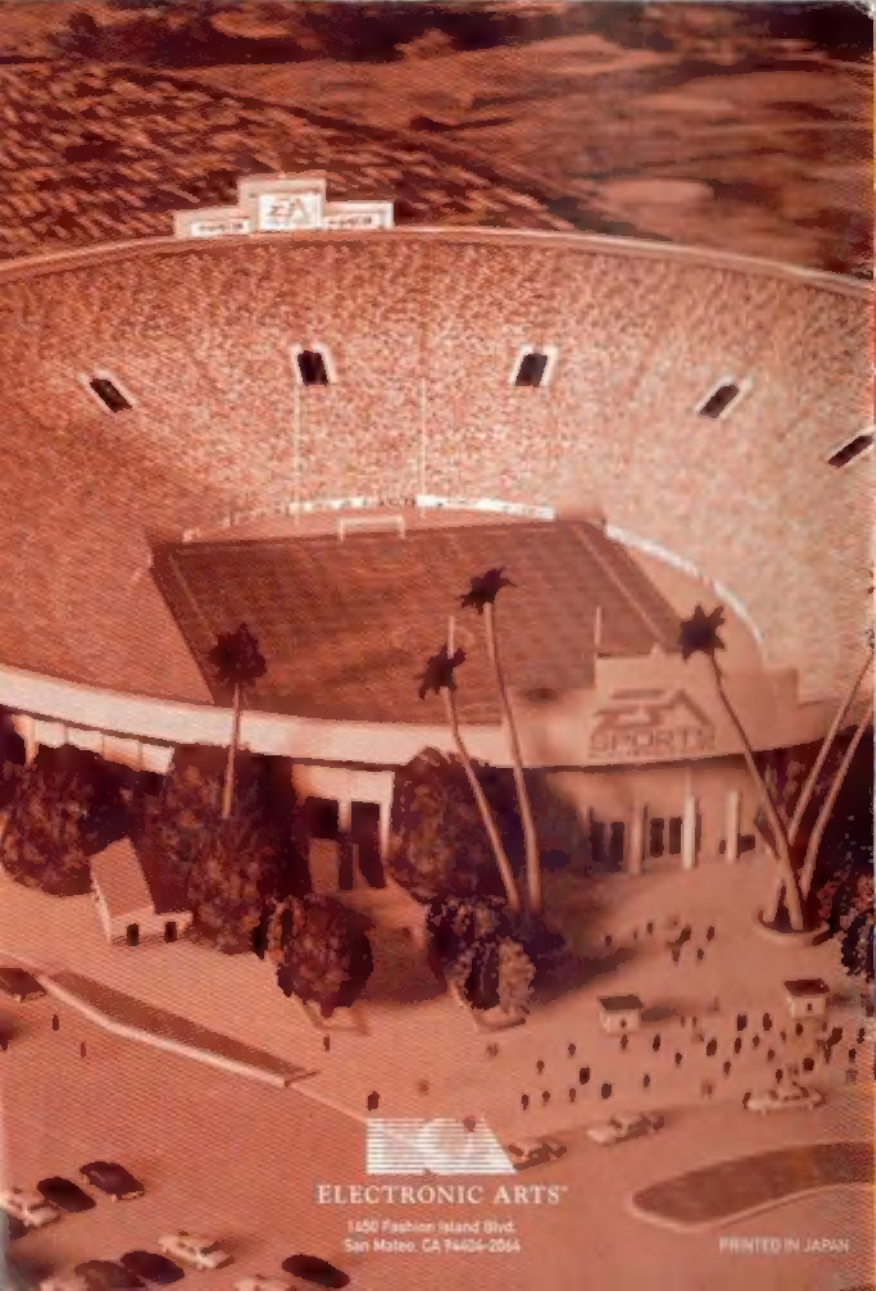
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